SEGA®

SEGA SATURN™

NBA
LIVE
98

HEAT
10

EA
SPORTS™

OFFICIAL LICENSED NBA PRODUCT

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
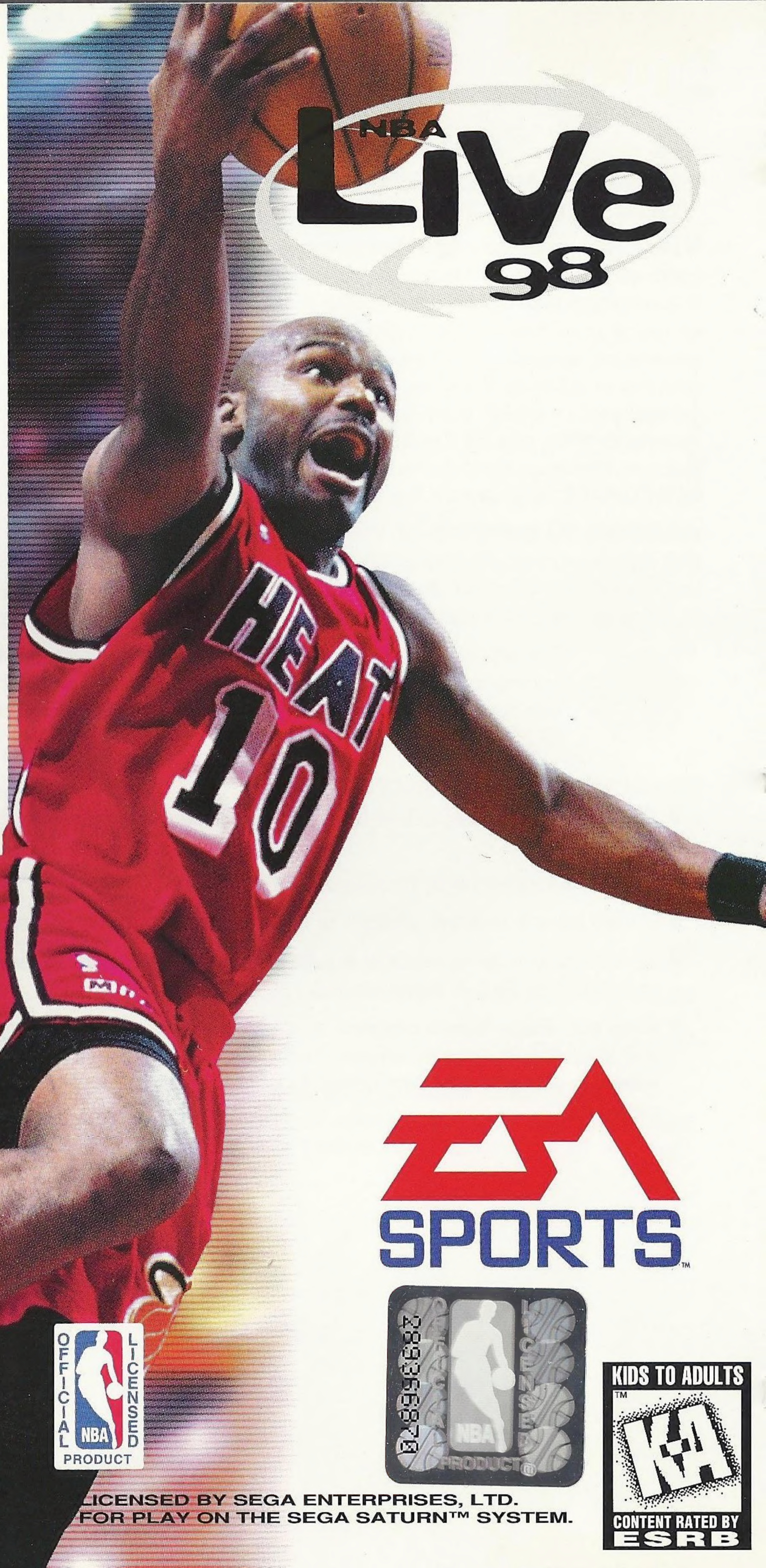
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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-5027H

NBA LIVE 98

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This official seal is your assurance that this product meets the highest quality standards of SEGA®. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN® SYSTEM.

HANDLING YOUR COMPACT DISC

- ◆ The Sega Saturn disc is intended for use exclusively in the Sega Saturn® system.

- ◆ Do not bend it, crush it, or submerge it in liquids.

- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.

- ◆ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

- ◆ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

EA SPORTS

# [CONTENTS]

NBA LiVe 98

[STARTING THE GAME]

1. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn® system.

2. Open the disc tray and place the *NBA Live 98* disc inside.

3. Turn ON the power switch on your Sega Saturn system.

4. Press **START** to advance to the Game Setup screen. (➤*Game Setup* on p. 4).

FOR MORE INFO about this and other titles, check out EA SPORTS™ on the web at ⋯⋯⋯⋯⋯⋯

www.easports.com

[CONTROL SUMMARY]

Left **SHIFT**   Right **SHIFT**

X Y Z

D-Pad

START

C
B
A

START button
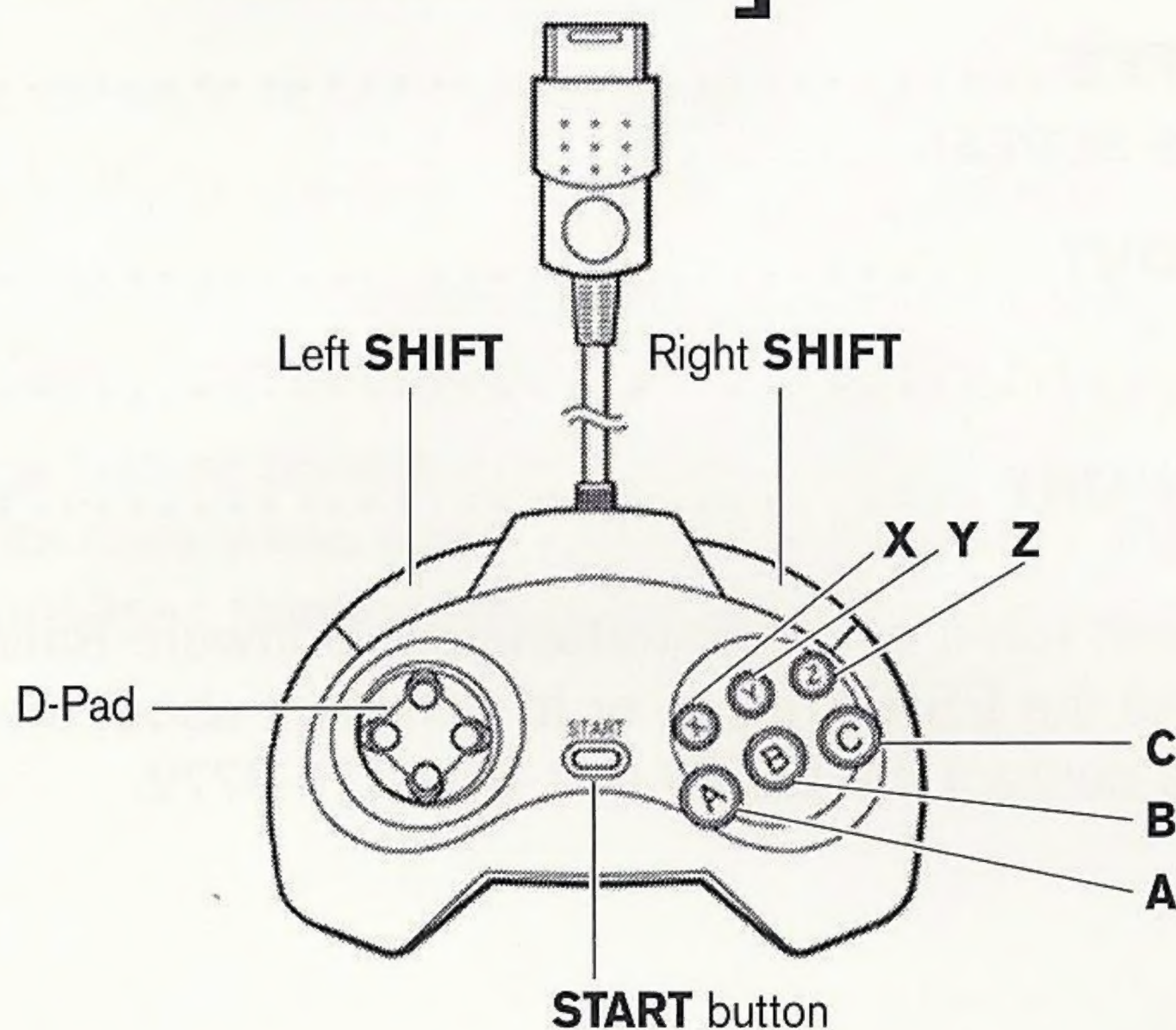
MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Pad ↕
Change highlighted menu item	D-Pad ↔
Cycle secondary menu items	**Left/Right SHIFT**
Activate highlighted option/go to screen	**B**
Activate **Navigation** menu overlay	**C**

Return to previous screen (Cancel changes)	**X**
Activate **Help** screen to view menu controls	**Z**
Advance to next screen (Accept changes)	**START**

DURING GAMEPLAY

ACTION	CONTROL
Move player	**D-Pad**
Turbo mode (player runs faster)	**Right SHIFT**
Pause game	**START**

OFFENSE WITH THE BALL

ACTION	CONTROL
Shoot (press to jump; release to shoot)/ **Pump** fake (tap)	**A**
Pass (D-Pad to choose receiver)	**B**
Pivot move (hold)/**Behind-the-back move** (tap)	**C**
Call for a **pick**	**X**
Crossover dribble (tap while moving)	**Y**
Drive mode	**Z**
Spin move	Press **Y** while holding **Z**

◆ To **DirectPass** to a specific player, press **Left SHIFT** + **A**, **B**, **C**, or **Y**.

◆ To attempt a **manual alley-oop pass** to the closest player to the basket, press **Left SHIFT** + **Right SHIFT** + **Y**.

❏ Players with high dunk ratings will attempt an **automatic alley-oop** on regular passes when they get a clear lane to the basket.

◆ To **DirectShoot** (dunk or layup near basket), press **Left SHIFT** + **Right SHIFT** + **A**, **B**, or **C**.

OFFENSE WITHOUT THE BALL

ACTION	CONTROL
Make computer ballhandler **shoot**	**A**
Call for pass from computer ballhandler	**C**
Hand-check (**Right SHIFT** + **Y** for hard hand-check)	**Y**

◆ To **DirectSwitch** to a specific player, press **Left SHIFT** + **A**, **B**, **C**, or **Y**.

DEFENSE

ACTION	CONTROL
Jump to rebound or block shot	A
Switch players (D-Pad to choose player)	B
Steal attempt	C
Call for a **double-team**	X
Hand-check (**Right SHIFT** + **Y** for hard hand-check)	Y
Face up	Z

◆ To **DirectSwitch** to a specific defender, press **Left SHIFT** + **A**, **B**, **C**, or **Y**.

◆ To **switch** to the defender **closest to the basket**, press **Left SHIFT** + **Right SHIFT**.
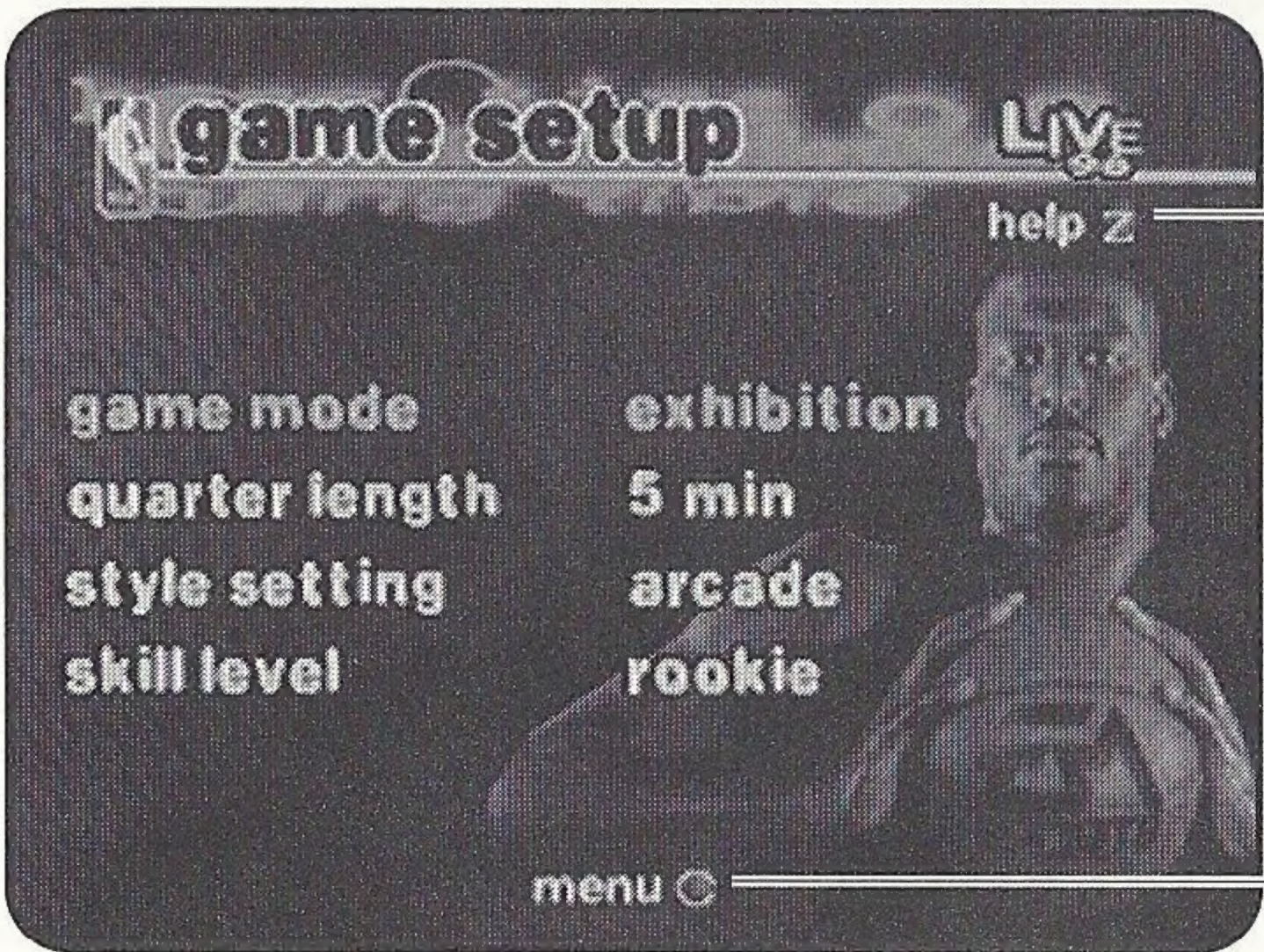
PLAY CALLING

ACTION	CONTROL
Call offensive set/play or defensive set corresponding to selected control	Press **X** + D-Pad ↖, ↑, or ↗
Call offensive or defensive Quick Play corresponding to selected control	Press **X** + D-Pad ↙, ↓, or ↘

[SETTING UP THE GAME]

GAME SETUP SCREEN

Use the Game Setup screen to choose the game mode, style, and difficulty you want.

D-Pad ↕ to highlight menu items

D-Pad ↔ to change highlighted item

Press **START** to continue

Press **Z** to get Help on how the buttons work

Press **C** to access Navigation menu

game setup — help z

game mode	exhibition
quarter length	5 min
style setting	arcade
skill level	rookie

menu ○

> **NOTE:** Default options are listed in **bold** type in this manual.

GAME MODE	**EXHIBITION:** Play a single game with any NBA or All-Star teams.
	SEASON: Start a new Season. ➤*Season Play* on p. 21.
	PLAYOFFS: Start a new Playoff tournament. ➤*The NBA Playoffs* on p. 23.
	3-POINT SHOOTOUT: Take up to ten shooters and try to drain three-pointers. ➤*3-Point Shootout* on p. 24.
QUARTER LENGTH	Set the length of a quarter: **3**, 5, 8, or 12 MINUTES.
STYLE SETTING	**ARCADE:** Up-tempo b-ball. Players never tire or foul out.
	SIMULATION: Absolute realism. Players tire, get injured, and foul out.
	CUSTOM: Use current Rules screen settings (➤ below).
SKILL LEVEL	**ROOKIE:** The easiest skill level. It's not hard to score, and the computer team isn't too tough on you.
	STARTER: Average difficulty. The computer plays tougher D.
	ALL-STAR: Showtime! Test yourself against the computer's cranked up offense and defense.

NBA LIVE CONFIGURATION SCREENS

When you press **C** from the Game Setup screen, a Navigation menu displaying the *NBA Live 98* configuration screens appears. Select from the six screens described below to customize rules, set options, view/reorder rosters, view records for saved user names and load games.

◆ To select a configuration screen, D-Pad ↔, then press **B**.

RULES SCREEN

Use this screen to set custom rules and simulation options.

CURRENT RULES	Select **ARCADE**, SIMULATION, or CUSTOM rule sets. If you make any changes below, the style automatically becomes CUSTOM.
DEFENSIVE FOULS	This slider (**OFF** by default) sets the likelihood that defensive fouls are called. D-Pad to raise/lower the sensitivity. More fouls are called as the bars fill with color.

OFFENSIVE FOULS	Sets the frequency of offensive fouls (**OFF** by default).
FOUL OUT	Toggle the possibility of fouling out ON/**OFF**. In NBA play, players are ejected after their sixth foul.
OUT OF BOUNDS	Toggle out of bounds calls ON/**OFF**.
BACKCOURT	Toggle "over and back" backcourt calls ON/**OFF**.
TRAVELING	Toggle traveling calls ON/**OFF**.
GOALTENDING	When ON, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim.
3 IN THE KEY	When ON, it's a violation when offensive players stay in the key for more than three seconds. The 3-second clock resets when the ball hits the rim.
INBOUND CLOCK	When ON, you must inbound the ball within 5 seconds.
HALF COURT CLOCK	When ON, you have 10 seconds to advance the ball over the half court line after inbounding in the backcourt.
SHOT CLOCK	When **ON**, you have 24 seconds per offensive possession to get a shot off. The shot clock resets every time a shot hits the rim, a violation is whistled, or a change of possession occurs.
INJURIES	When Injuries are ON, every time a player gets knocked down there is a small chance he will be injured.
FATIGUE	When ON, players tire. You must substitute accordingly, or the computer will switch players for you.

OPTIONS SCREEN

Set sound, display, and competition options.

MUSIC VOLUME	D-Pad ↔ to set the volume of the music that plays during menu screens. The volume increases as the bars fill with color.
SPEECH VOLUME	Set announcer volume.
SF/X VOLUME	Set the volume of game sound effects.
CROWD VOLUME	Set the volume of crowd sound effects.
PLAYER MOMENTUM	When **ON**, players maintain momentum. When OFF, they stop on a dime.
IN-GAME SPEECH	Toggle the arena announcer **ON**/OFF.
SHOE SQUEAKS	Toggle shoe squeaks ON/**OFF**.
KEEP SCORES CLOSE	Toggle ON/**OFF**. If ON, the trailing team's abilities increase.

SLOW MOTION DUNKS	Toggle automatic slow motion for spectacular slams ON/**OFF**.
PLAYER INDICATOR	Cycle the text that appears below human-controlled players–**NAME**, POSITION (PG, SG, etc.), POSITION #, PLAYER (jersey) #, or NONE.
SCORE OVERLAY	Toggle continuous score display during gameplay **ON**/OFF.

ROSTERS SCREEN

Go to the Rosters screen to view/reorder rosters, make trades, create players, and more. ➤*Rosters Screen* on p. 18.

USERS SCREEN

(Available only when there are one or more saved user names.) View records for saved user names.

LOAD SCREEN

Load game files from the Sega Saturn's internal RAM or a back-up RAM cartridge.

◆ To load a file, highlight a slot and press **B**.

> **NOTE:** You can delete memory files using the Sega Saturn's built-in memory utility. For instructions on deleting files, see your Sega Saturn Instruction Manual. **Never insert or remove a back-up RAM cartridge when loading or saving files.**

TEAM SELECT SCREEN

The Exhibition Team Select screen appears before every Exhibition game. The away team appears on the left side of the screen, and the home team appears on the right. Team rankings appear below NBA team logos.

◆ To toggle between the home and away teams, press **B**.

◆ To change the highlighted team, D-Pad ↔ to cycle through the NBA and All-Star teams (press **C** to get Team Info).

◆ To cycle the teams sorted by rating, D-Pad ↕ to highlight a rating then D-Pad ↔ to change teams.

◆ Press **START** to continue. The User Setup screen appears.

USER SETUP SCREEN

A symbol for every controller plugged into the system appears on this screen.

Controller symbol

new user

D-Pad ↕ to select
your user name
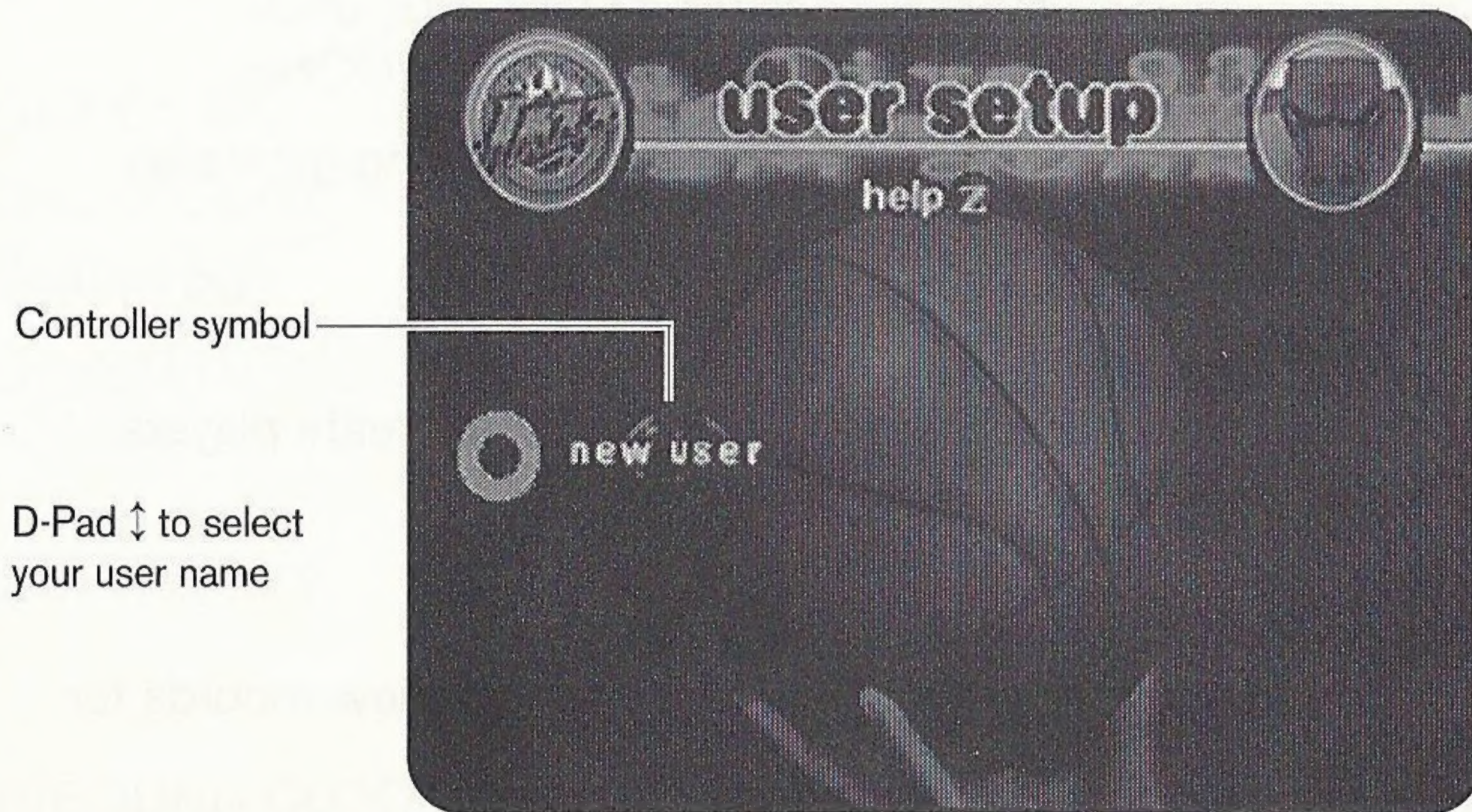
1. To select the team you control, D-Pad ↔. Position the controller symbol under either team. To select computer control, position the controller symbol in the middle of the screen.

◆ To cycle through user names, D-Pad ↕. Press **START** to select the highlighted name.

2. When all players have selected their teams and user names, press **START** to go to the pregame introduction.

To enter a new user name:

1. D-Pad ↕ to enter a NEW USER name and press **B**. A name entry box appears.

2. D-Pad ↕ to **select** a letter, then D-Pad → to **add** another letter.

◆ To **delete** a letter, D-Pad ←.

3. To **accept** the name, press **START** or press **B**.

To delete an existing name:

◆ Highlight a user name and press **A**, then confirm deletion.

PREGAME INTRODUCTION

Before the game, the Pregame Introduction screen displays the teams and home court, followed by the Starting Lineups screen.

◆ Press **START** to continue. The Starting Lineup screen appears, and the announcer introduces the starters.

◆ D-Pad ↔ to change your highlighted player. After making lineup changes, press **START** to go to the tip-off. Press **Y** to cancel all roster changes and return to the original starters.

❑ Press **START** at any time to advance directly to the tip-off without making roster changes or listening to the announcer's introduction.

THE TIP-OFF

Every game starts with a tip-off.

◆ To **jump** for the tip-off, press **A** as the ball drops.

[PLAYING THE GAME]

A color-coded circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball, the circle is an outline. If your player is off screen, an arrow the same color as your circle points towards him from the edge of the screen. D-Pad in the opposite direction to bring him back onscreen.

Just like in the NBA, offense and defense require different skills in *NBA Live 98*. While the D-Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, then you can focus on improving your basketball skills and strategy.

◀···◀ **EA TIP** ▶···▶

When your player's circle pulses, he's on a hot streak that temporarily boosts his attributes.

NOTE: The default controls are described in this manual. If you choose a custom controller setup, your control buttons will vary. ➤*Control Summary* p. 2.

OFFENSE

Basic passing and shooting skills will only get you so far. To become a complete player, develop advanced ball-handling, passing and play-making skills.

MOVING WITH AND WITHOUT THE BALL

◆ To **move**, D-Pad in the direction you want to move. When you release the D-Pad, you stop moving but maintain your dribble if you have the ball.

◀···◀ **EA TIP** ▶···▶

Once you leave your feet to shoot you must release the ball before you land, or the ref calls traveling (if TRAVELING is ON).

◆ To **back down** your defender, hold **C**. The player keeps his back to the basket. (Tap **C** to perform a **behind-the-back** move.)

◆ To **crossover** dribble (dribble from one hand to the other), press **Y**.

◆ To **call for a pick** when you have the ball, press **X** without pressing the D-Pad. (If you press **X** + D-Pad, you'll call an offensive set or play. ➤*Playcalling* on p. 12).

◆ To **drive** to the hoop, hold **Z**.

◆ To make a **spin move**, press **Y** while holding **Z**.

◆ To **sprint**, hold **Right SHIFT** while moving.

PASSING

Passing to the open or hot player is a key to success in any basketball game.

◆ To **pass to the default receiver** in the direction you're facing, press **B**.

◆ To **DirectPass to a specific player**, hold **Left SHIFT**. Control symbols (**A, B, C**, or **Y**) appear over the other four players on your team. Press **Left SHIFT** + the appropriate button to pass to the designated player.

◆ To **retain control of the passer** (perfect for give-and-go plays), hold **B**. When you release **B**, you get the ball back.

◆ To throw an **automatic alley-oop pass**, throw the ball to a player with a clear path to the basket. If he is in position for an alley-oop (and if he can dunk), an automatic alley-oop will be executed.

◀┈ **EA TIP** ┈▶

If the defender plays tight D as you're making your cut on the give-and-go, or if the computer-controlled ballhandler has an open shot, you can make the ballhandler shoot by pressing A.

◆ To throw a **manual alley-oop pass** to a player near the hoop, press **Left SHIFT** + **Right SHIFT** + **Y**. If your teammate has an open path to the basket, he leaps for the alley-oop.

SHOOTING

Players shoot differently depending on ability and court position. For instance, when firing it up from the outside, the player takes a jumpshot, but in the key, he attempts a hook shot or one of a variety of layups or dunks.

◆ To **shoot**, press and hold **A**. Release the ball at the top of your jump by releasing the button.

◀┈ **EA TIP** ┈▶

◆ To shoot a **leaner**, D-Pad toward the basket as you press **A**.

◆ To shoot a **fadeaway**, D-Pad away from the basket as you press **A**.

If you press B *before you release* A *on a jumpshot, you can dish off a midair pass.*

◆ To make a computer-controlled player shoot, press **A**. (Get your player in position for the rebound.)

◆ To pick up your dribble and **fake** a shot, tap **A**.

◀┈ **EA TIP** ┈▶

REBOUNDING AND TIP-INS

You can crash the boards after a shot. If your player has good position, he tries to tip the ball in the basket when he jumps.

To protect the ball after picking up the dribble, press Y *and your player waves the ball over his head with one arm.*
(To pivot, press C.*)*

◆ To **jump** to grab a rebound or tip the ball in, press **A**.

DEFENSE

Defense wins games. You can score all day, but you won't chalk up many wins until you stop the other team.

SWITCHING DEFENDERS

Use the following switching techniques to devise a defensive strategy that works best depending on your opponent's offense.

◆ To **switch control** to the defender closest to the ball (between the ball and basket), press **B** without pressing the D-Pad.

◆ To control the defender closest to the ball in a **specific direction**, D-Pad in the direction of the defender and press **B**.

◆ To **DirectSwitch to any defender** (no matter where he is on the floor), press **Left SHIFT + A, B, C**, or **Y**.

◆ To switch to the defender **closest to the basket**, press **Left SHIFT + Right SHIFT**.

PLAYING DEFENSE

◆ To **jump** to reject a shot or work the glass, press **A**.

◆ To attempt to **steal** the ball from an opponent, press **C**.

◆ To **hand-check**, press **Y**. To hand-check aggressively, press **Right SHIFT + Y**. (The ref may whistle you for a foul, though.)

◆ To call for a **double-team**, press **X** without pressing the D-Pad. (If you press **X** + D-Pad, you'll call a defensive set or play. ➤*Playcalling* on p. 12).

◆ To **face up** your man, hold **Z**. Your player maintains a defensive stance with his back to the basket.

FREE THROWS

When the refs spot an infraction, they blow the whistle to stop play. If the infraction warrants a free throw, the fouled player goes to the line and the T-Meter™ appears. Use the T-Meter to aim your shots from the line.
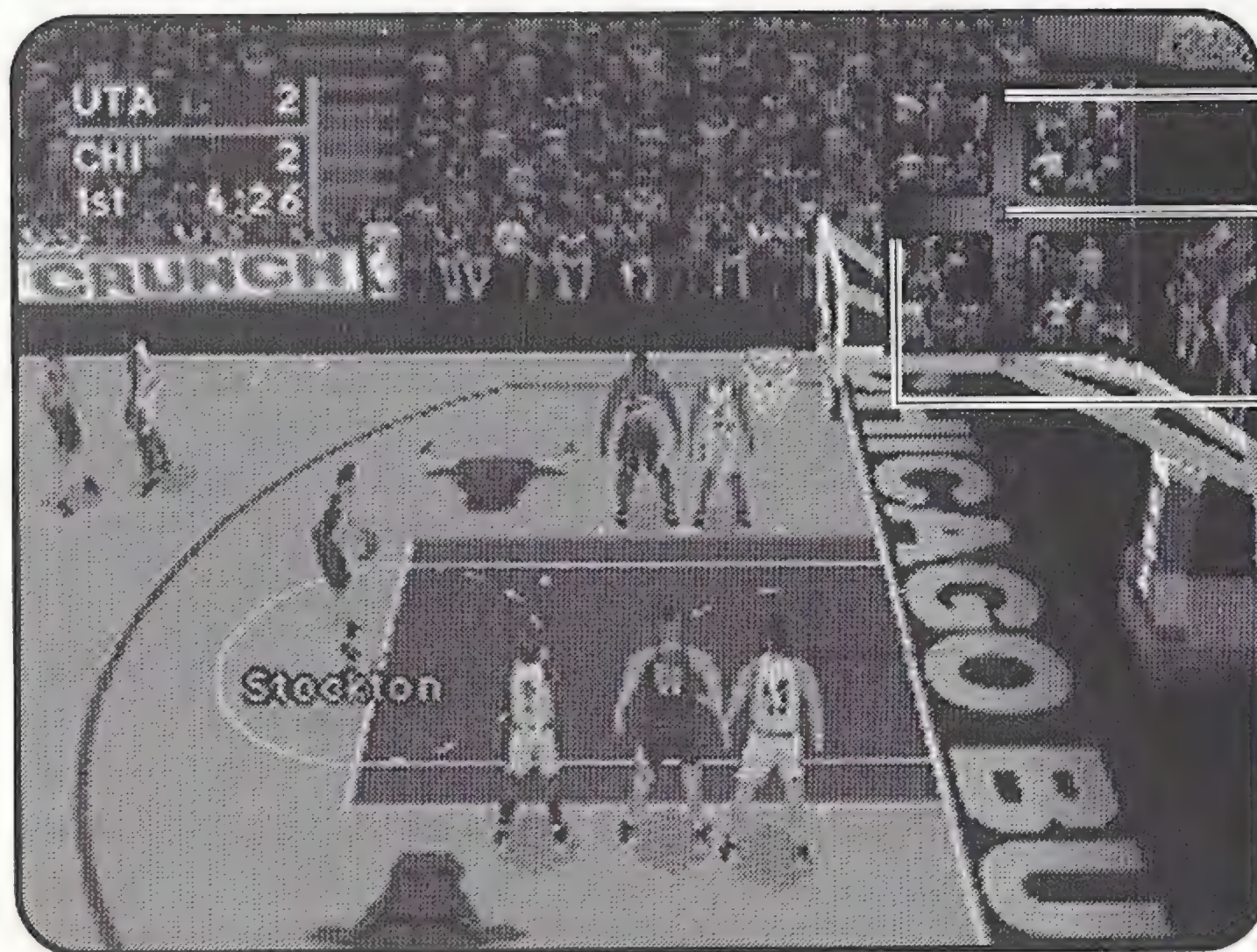
Set distance

Press **A** to stop the ball in the center of the meter

Left/Right aim

The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

◆ Press **A** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your shot.

◆ Press **A** when the ball is in the center of the vertical bar. The player shoots the ball. Normal play resumes after the final free throw.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating and the game difficulty mode.

PLAYCALLING

The computer automatically calls offensive and defensive sets and plays, but if you want more control, you can choose up to three sets and/or specific plays or Quick Plays from the Strategy menu. Call these plays on the fly at any point during the game. ➤*Strategy* on p. 14 for instructions on selecting sets and plays.

If your team possesses the ball, the computer allows you to call offensive sets/plays; on defense, the computer allows you to call defensive plays.

To call the currently assigned sets and plays:

◆ To call an assigned offensive or defensive set/play, press **X** + D-Pad ↖, ↑, or ↗.

◆ To call an assigned offensive or defensive Quick Play, press **X** + D-Pad ↙, ↓, or ↘.

❑ Follow the diagram steps illustrated in the Strategy screens to execute a Quick Play. Computer-controlled players move as outlined on the diagram, but you must control the actions of the ballhandler.
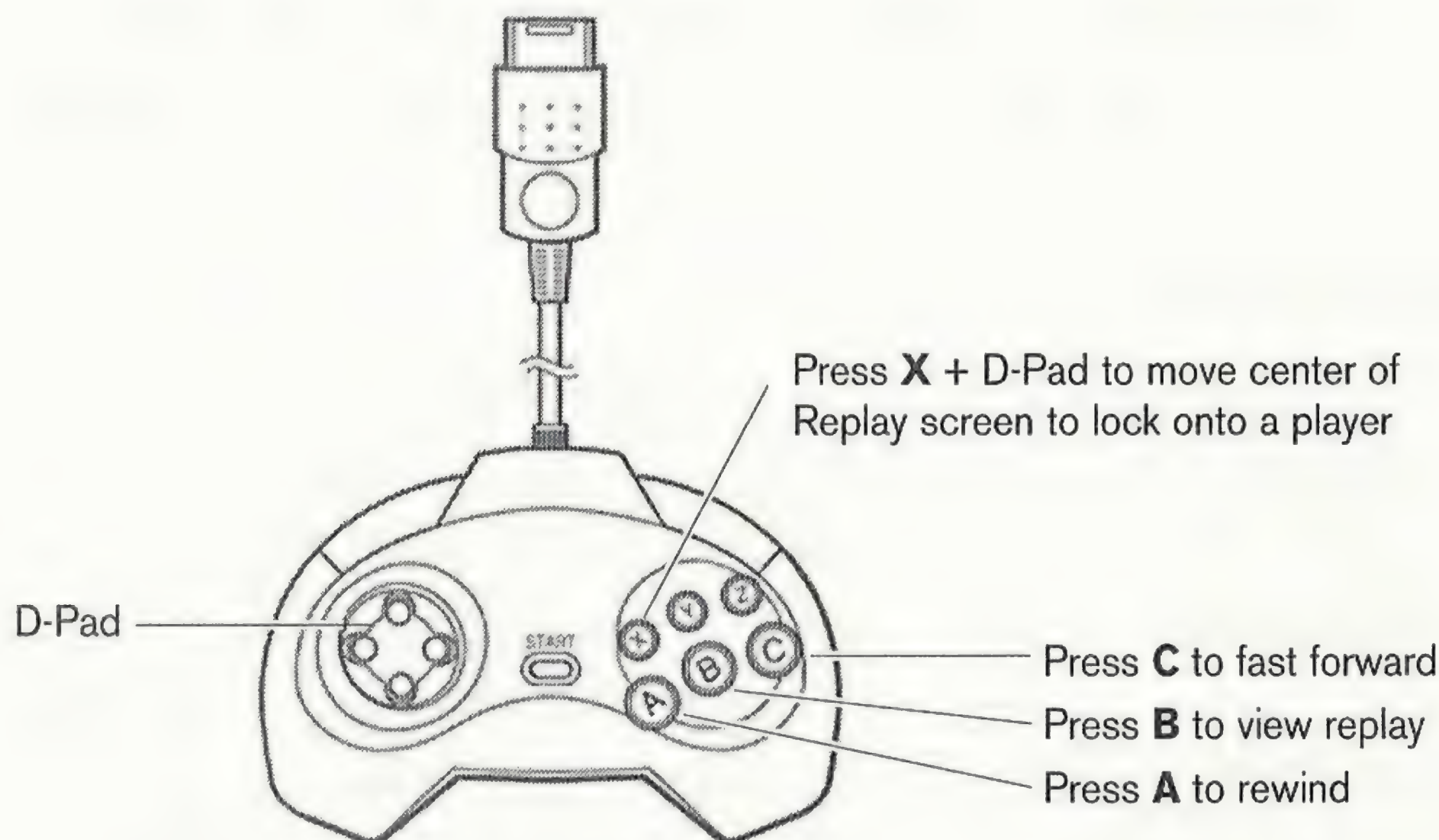
PAUSE MENU

The Pause menu appears whenever you press **START** to pause the game. You must pause the game to call a timeout, make a substitution, or choose from other menu items. The TIMEOUTS and SUBSTITUTION options are not always available—for instance, you can make a substitution only when the play clock is stopped. You cannot select dimmed options.

INSTANT REPLAY

You can view a replay of the last few seconds of action during the game.

◆ To go to the Replay screen, select INSTANT REPLAY from the Pause menu. An overlay displaying the controller functions appears.

Press **X** + D-Pad to move center of
Replay screen to lock onto a player

D-Pad

Press **C** to fast forward
Press **B** to view replay
Press **A** to rewind

◆ To advance/rewind one frame at a time D-Pad ↔. (Hold for slow motion.)

◆ To cycle through camera views, press **Left SHIFT/Right SHIFT**.

◆ If the controller icon is in the way of the action, you can move it on the screen. To move the controller icon clockwise on the screen, press **Z**; to move it counter clockwise, press **Y**.

TIMEOUTS

You can pause the game at any time. However, you can only call a timeout when you have possession of the ball or when play stops for a dead ball. The number of timeouts remaining is listed after TIMEOUTS in the Pause menu. Each team gets 7 timeouts per game.

To call a timeout:

◆ Select TIMEOUTS from the Pause menu. SUBSTITUTION becomes available if it was not already.

SUBSTITUTION

You can make player substitutions when the play clock stops between periods, or when it stops for a timeout or for a violation such as a foul or out of bounds turnover. When the clock is not stopped, the Substitution option is not available.

To make a substitution:

1. When the clock stops, select SUBSTITUTION from the Pause menu. The Substitution screen appears and lists the five players currently in the game.

❑ To view player stats, press **Y**.

❑ To switch between the teams on the court, press **Left SHIFT/Right SHIFT**.

2. To substitute for the highlighted player, press **B**. A screen listing the available bench players appears.

3. Highlight a bench player and press **B** to insert that player into the lineup.

◆ To accept any changes and exit, press **START** (**X** to cancel any changes and exit).

STATISTICS

View stats for the current game or, if available, the current series.

TEAM STATS	Go to Team Stats screen to view both teams' statistics for the current game.
PLAYER STATS	Go to Player Stats screen to view statistics, attributes and ratings for the teams on the floor.
USER STATS	Go to User Stats screen to view stats (sorted by controller) for all human players.

NOTE: User Stats accumulate only for user-controlled players.

STRATEGY

Set the default offensive and defensive sets and other strategy options.

SETTINGS

Go to the Settings menu to adjust strategy assistance settings.

AUTO SUBSTITUTIONS	When **ON**, the computer automatically subs for players who are tired or in foul trouble and manages your timeouts.
AUTO SUB NOTIFY	Toggle notification of automatic player substitutions **ON**/OFF.
PLAY NOTIFY	When ON, an overlay on the game screen lists the play being called.

OFFENSIVE SETS AND PLAYS

Go to the Offensive Sets menu to select offensive sets, plays, and strategy. You can have the computer automatically choose sets and plays, or you can choose three sets/plays to call during the action.

| PLAY CALLING | Toggle playcalling **CPU**/User. When CPU is selected, the computer chooses offensive sets and plays automatically (but you can still call your own plays when you want). When set to USER, you call all your plays manually, and any play or set runs until you call another. |
| CRASH THE BOARDS | Cycle aggressive rebounding ON/OFF/**AUTO**. Hit the offensive boards hard if ON, or get back on defense if OFF. AUTO switches aggressive rebounding on and off automatically at appropriate times during the game. |

SELECT AND CALL OFFENSIVE SETS AND PLAYS

There are seven offensive sets available in *NBA Live 98*. Each set offers a number of plays.

◆ To select a play, D-Pad ↕.

◆ To cycle through the plays for the highlighted set, D-Pad ↔.

As you select plays, the animated diagram on the right displays the motion of the players and the ball. The player with the ball is highlighted. The players are indicated by position:

PG Point Guard   **SG** Shooting Guard   **SF** Small Forward
PF Power Forward   **C**   Center

The first option in each set is marked **A** (automatic). When automatic is selected, the computer randomly chooses a play from that offensive set and then continues to call plays from that set until another set or play is called. If you select a specific play (i.e., any play other than the **A** play), that play runs until you call another.

◆ To select the highlighted set/play and assign it to a command, press **Right SHIFT** + **X** + D-Pad ↖, ↑, or ↗.

◆ To call the appropriate play during the game, press **X** + D-Pad ↖, ↑, or ↗.

◆ To exit, press **START**. The Strategy menu reappears.

OFFENSIVE QUICK PLAYS

In the NBA, a basic play such as a pick and roll can be the cornerstone of a team's offensive success. In *NBA Live 98*, you can call your own NBA-style Quick Plays on the fly. Quick Plays differ from standard plays in that they are quick, simple and can be executed from any set (but do not alter the set).

Any command assigned to a Quick Play overwrites any other offensive set or play assigned to that command. The diagrams show a typical situation in which you might call a Quick Play. However, the plays will execute differently depending on which player calls the play and where the player is located on the court. Experiment for best results.

◆ To select the highlighted Quick Play and assign it to a command, press **Right SHIFT** + **X** + D-Pad ↙, ↓, or ↘.

◆ To call the appropriate Quick Play during the game, press **X** + D-Pad ↙, ↓, or ↘.

◆ To exit, press **START**. The Strategy menu reappears.

DEFENSIVE SETS

Go to the Defensive Sets screen to select defensive sets.

PLAY CALLING — When set to **CPU**, the computer selects defensive sets automatically. When set to USER, any defensive set you call is maintained until you call a different set.

DEFENSIVE PRESSURE — Select computer-controlled **AUTO** pressure, or set manually to LOW, MEDIUM, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.

Choose from five defensive sets in *NBA Live 98*, including man-to-man and trapping sets. The clipboard diagram on the right side of the screen shows the alignment for the highlighted set. Select defensive sets in the same manner as offensive sets, except that there are no individual plays—only basic sets.

DEFENSIVE QUICK PLAYS

The five Defensive Quick Plays let you call defensive plays on the fly without altering your basic defense.

INTENTIONAL FOUL	Computer players try to foul the ballhandler to stop the clock.
DOUBLE TEAM	Computer players try to double-team the ballhandler to force a turnover.
FAST BREAK	Your guards break off of their coverage to set up a fast break opportunity.
COLLAPSE	Computer players drop into the key and clog the middle.
PRESS	Computer players go into a full-court press.

Select and call Defensive Quick Plays in the same manner as offensive quick plays.

DEFENSIVE MATCHUPS

Go to the Defensive Matchups screen to set defender matchups:

1. To change the matchup for the highlighted player, press **B**.

2. Highlight the player you want to guard, and press **B**. The player who was guarding the man you selected now guards your original man.

3. To cycle double-teaming options for the offensive player assigned to the highlighted defender, press **A**. The default is **A** (Autoswitch), but you can select **Y** (yes, try to double-team this offensive player when he has the ball) or **N** (no, don't double-team this player).

4. To cycle defensive pressure options for the highlighted defender, press **C**. Default (**D**) pressure is the norm; you can also select low (**L**), medium (**M**), or high (**H**) pressure.

CAMERA SETUP

CAMERA	Cycle through the available camera angles.
ZOOM IN THE KEY	When ON, the camera zooms in on action in the key.
ZOOM	Set the current camera's zoom factor.
REVERSE ANGLE	Select **OFF** for the normal camera view or ON for the camera's reverse angle.
FREE THROW	Select the camera angle you want to use when shooting free throws.
AUTOMATIC REPLAY	Toggle automatic replays after outstanding made baskets ON/**OFF**.

EA SPORTS

PLAY OPTIONS

Jump to the various options screens.

SET OPTIONS	Go to the Options screen (➤ p. 6).
SET RULES	Go to the Rules screen (➤ p. 5) to change rules and style options.
USER SETUP	Change controller options—perfect if a player leaves or joins a game in progress. This option also allows you to switch teams in mid-game.
CONFIGURE CONTROLLER	Go to the Configure Controller screen to select offensive and defensive button assignments and control method.

◆ To change the button assignment for an action, D-Pad ↔ to cycle through the preset options.

◆ To select player SHOT CONTROL, toggle between **MANUAL** and AUTO. In Manual mode, the chance the shot will go in is determined by the distance, angle, and button release point of the shot. In AUTO mode, the shot's probability is determined by the NBA player's statistics and attributes rather than by user control.

◆ To set Player Movement control, select SCREEN RELATIVE (controller directions are relative to the game screen in angled camera modes) or **ABSOLUTE** (controller directions are always relative to the court).

QUIT

Exit the current game. Select QUIT to confirm exiting, or **RESUME GAME** to return to the Pause menu.

END OF THE QUARTER/HALF/GAME

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed. Press **START**, and the Game Statistics screen appears. Press **START** to continue, and the teams return to the floor.

END OF THE HALF: After the score is displayed, the Game Statistics screen appears. Press **START** to continue after each screen. When play resumes, all uninjured players regain most, if not all, stamina.

END OF THE GAME: After the final buzzer, the final score is displayed. Press **START**, and the Game Statistics screen appears. Press **START** after each screen, and the Player/User of the Game's stats are displayed. Next, the Postgame menu offers stats and replay options. When you're done looking at the screens, press **START** to go to the Game Setup menu.

❑ When the Game Statistics screen appears after each quarter, the current stats are displayed. To view stats by quarter, press **Y**.

[ROSTERS SCREEN]

The Rosters option from the Game Setup screen provides access to a sports almanac's worth of information on NBA players and teams. Trade, edit, and create players by using the Rosters option.

◆ To activate the various roster screens, press **C** from the Game Setup screen to bring up the Navigation menu overlay. Select ROSTERS and press **B** to view Player Transactions menu, consisting of the View/Reorder Rosters, Trade Players, Create Players and Reset Rosters screens.

NOTE: Team rosters are determined by actual NBA rosters as of October 1, 1997. Some players are not included in the game for legal or contractual reasons.

VIEW/REORDER ROSTERS

View and change the roster slots for the players on your team. The first five players on the roster are the starters.

◆ Select VIEW/REORDER ROSTERS from the Player Transaction screen. The View/Reorder screen appears.

◆ To select a team, press **Left SHIFT/Right SHIFT**.

◆ To exchange the roster slot of two players, highlight a player and press **B**. Then D-Pad ↕ to highlight a second player and press **B** again. The players switch roster slots.

NOTE: Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots.

◆ Each player's 96/97 season stats appear on the right side of the screen. D-Pad ↔ to cycle through all stat categories. To cycle players' 96/97 playoff stats, attributes (e.g., height, weight, nickname, etc.), and ratings, press **Y**.

◆ To view a player individually, press **A**.

◆ To compare players, press **C**.

TRADE PLAYERS

Swap players with any other team or pick up created players from the Free Agents pool.

1. Select TRADE PLAYERS from the Player Transactions menu. The Trade Players screen appears.

2. Highlight the player you wish to trade, and press **B**.

   ◆ To cycle through the NBA teams and the Free Agent list, D-Pad ↔. The team's number of open roster slots is listed at the bottom of the team list.

   ◆ To view a player, press **A**.

   ◆ To compare highlighted players, press **C**.

   ◆ To exit without making a trade, press **X**.

3. To make the trade, highlight the player you wish to trade for, then press **B**. The players change teams.

   ◆ To confirm the trade and return to the Rosters screen, press **START**.

   ◆ To exit without making the trade, press **X**. The players return to their original rosters.

> **NOTE:** In Season mode, trades can't be completed after February 19 if ENFORCE TRADE DEADLINE is set to **YES**.

CREATE PLAYERS

Create, edit, or delete custom players. You can create a player for a specific team if the team has an available roster slot. Otherwise, you can place a newly created player on the FREE AGENT list and pick him up later via trade.

◆ Select CREATE PLAYERS from the Player Transactions menu. The Create Player screen appears.

◆ Select from NEW, EDIT, or DELETE.

NEW PLAYER

Create a new player.

FIRST/LAST NAME	Highlight FIRST NAME or LAST NAME and press **B** to begin editing the player's name.
	◆ To select a letter, D-Pad ↕, then D-Pad → to add another letter.
	◆ To accept the name, press **B**.
TEAM	Place the player on an NBA team with a free roster slot, or assign him to the FREE AGENT list.
POSITION	The player's natural position (e.g., CENTER).
JERSEY #	Select a jersey number from 00–99.

HEIGHT/WEIGHT	Adjust the player's height and weight.
HAND	Select LEFT or RIGHT hand for dribbling and shooting.
YEARS PRO	Select from 0 (Rookie) to 25 years of experience. This doesn't affect the player's skill ratings (which are set below).
SCHOOL	Player's college.
PLAYER/HEAD FEATURES	Determine the player's appearance. The 3-D player model reflects your selections.
PLAYER RATINGS	There are a 16 individual skill ratings and a fatigue rating. You can select ratings from 50 (not very skilled) to 99 (absolute superstar) to tailor the created player to your liking. It's fun to create a player with all 99 ratings, but you'll preserve a better balance (and ultimately, a better NBA Live 98 experience) by assigning more realistic ratings to the players you create.
SHOOTING RANGE	Set the range (8 ft.–25 ft.) from which the player is comfortable shooting.

EDIT PLAYER

Edit an existing custom player. This screen isn't available until you create a player.

DELETE PLAYER

Delete an existing custom player. This screen isn't available until you create a player.

RESET ROSTER

Reset rosters to the default NBA rosters.

[SEASON PLAY]

You can take a team through an entire season (including playoffs) in *NBA Live 98*. Detailed statistics are tracked for every player in the league, and you can save multiple Season files if you have enough room on your internal memory or back-up RAM cartridges.

◄···◖ EA TIP ◗···►

If you're short on time, you can play a shorter season or let the computer simulate a portion of your schedule.

When you start your first season, the Season Settings screen appears and is followed by the Season Team Select screen.

SEASON SETTINGS SCREEN

Set the options for your season.

SEASON LENGTH	Set the number of games each team plays during the season 28, 56, or **82**.
PLAYOFF LENGTH	Set the number of games for each playoff round. Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.
ENFORCE TRADE DEADLINE	Select **YES** to bar trades after the February 19th trade deadline, or NO to allow trades during the entire year.
IMPORT WHICH ROSTER	The **CUSTOM** roster is a roster you've made changes to; the DEFAULT roster is the actual 1997 NBA roster.
IMPORT CREATED PLAYERS	Select **YES** to use Created players, or NO to leave any Created players off your Season rosters.
FULL STAT TRACKING	When set to **YES**, each Season file requires 330 memory blocks. If set to NO, only 120 blocks are used, but individual player stats aren't saved.

SEASON TEAM SELECT SCREEN

Choose the team you want to control throughout the season.

◆ D-Pad ↔ in the Season Team Select screen to choose your team. Press **START** to continue. The Schedule screen appears.

SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season and access the various Season screens.

Current game teams, TV coverage, time, and (if available) score

D-Pad ↔ to cycle through dates

Press **A** to simulate game

Press **C** to bring up Navigation overlay for Season screens (see below for descriptions)

Press **B** or **START** to play next game

STATS	View stats and standings for the entire league. (➤*Stats Select Screen* below).
ROSTERS	Go to the Rosters screen (➤ p. 18).
SETUP	Go to the Season Setup screen to modify the settings that can be changed after the Season begins. From here, you can access more screens (e.g., RULES, OPTIONS, etc.) by pressing **C**.
SAVE	Save your current Season.

STATS SELECT SCREEN

This screen lets you view standings, team stats, player stats, and user stats.

STANDINGS	Go to the Standings screen to view current standings.
LEADERS	Go to the Leaders screen to view league leaders in a variety of statistical categories.
PLAYER/TEAM/USER	Go to stats screens to view stats and/or ratings for the appropriate category.

[THE NBA PLAYOFFS]

You can create your own playoff atmosphere in *NBA Live 98*. Start with an NBA team in Season play and try to survive the grueling road to the Playoffs, or set up your own custom Playoffs as described below.

When you start your first Playoffs, the Playoff Settings screen appears. This screen is similar to the Season Settings screen (➤ p. 21), except that there are fewer options. When you continue, the Playoff Team Select screen appears.

PLAYOFF TEAM SELECT SCREEN

Select teams and user control options.

◆ To toggle USER/**CPU** control, D-Pad ↕ to highlight a team, then press **B**. You can control as many teams as you want.

◆ To switch teams, highlight the team then D-Pad ↔.

◆ To switch conferences, highlight the conference then D-Pad ↔.

◆ Press **START** to continue. The NBA Playoffs screen appears.

NBA PLAYOFFS SCREEN

Playoff ranking

Press **A** to simulate next game (If no other user-controlled teams are present, all other current games are also simulated)

Press **START** to play next game (Games involving user-controlled team(s) are played; other games are simulated)

Playoff bracket and format

D-Pad ↔ to cycle between brackets

Press **C** to bring up navigation menu (view stats, make roster changes, change options, or save your Playoffs)

The Playoffs screen initially shows the Western Conference matchups. As the Playoffs progress, winning teams advance toward the Finals.

NBA LIVE 98

END OF THE GAME

After a Playoff game, the endgame screens appear as normal. Press **START** to continue, and the NBA Playoffs screen appears. Each playoff team is listed with number of wins.

END OF THE ROUND

❑ If you win your round, your team advances to the next bracket to face a new opponent.

❑ If you lose a round, you return to the NBA Playoffs screen to see the final playoff results. Press **START** to return to the Game Setup screen.

❑ If you win it all, select the championship video from the End of Game menu.

[3-POINT SHOOTOUT]

The goal of the 3-Point Shootout is to nail as many 3-pointers as possible in 60 seconds. There are 5 racks of 5 balls spread around the 3-point arc. Each bucket counts for one point, except for the last ball in each rack—sink the "bonus ball," and you get two points.

When you choose 3-POINT SHOOTOUT from the Game Setup screen the following 3-Point options appear.

PLAYERS   Select **2–10** shooters.

SKILL LEVEL   Select **ROOKIE**, STARTER, ALL-STAR.

◆ The Player Setup screen appears next. Choose the players and **CPU**/PLAYER control (**B** to toggle).

◆ If you want to change the 3-point contestants, press **Y** to get a random selection of players.

ON THE FLOOR

◆ To **grab the next ball** from the rack, press **A**.

◆ To **go up with the shot**, press **B**.

◆ To **release the shot**, press **C**.

❑ After your player shoots the last ball in each rack, he automatically hustles to the next rack.

❑ If more than two players enter the contest, the shooters with the highest scores at the end of each round advance.

◀···◖ EA TIP ◗···▶

The shot's accuracy depends on how well you develop a rhythm pressing the A, B and C buttons.

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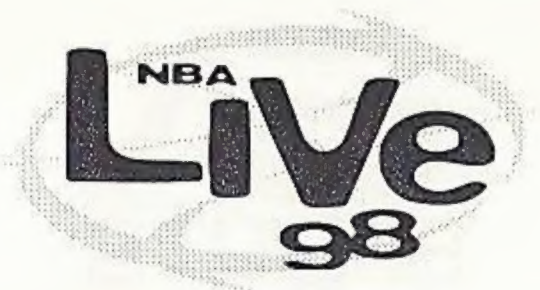
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The CD
The video soundtrack including bonus tracks

Featuring music from today's hottest artists

Available January 1998 from Loud Records

Hosted by Mitch Richmond and Tim Hardaway with a special appearance by Funkmaster Flex

Available November 1997 from NBA Video

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